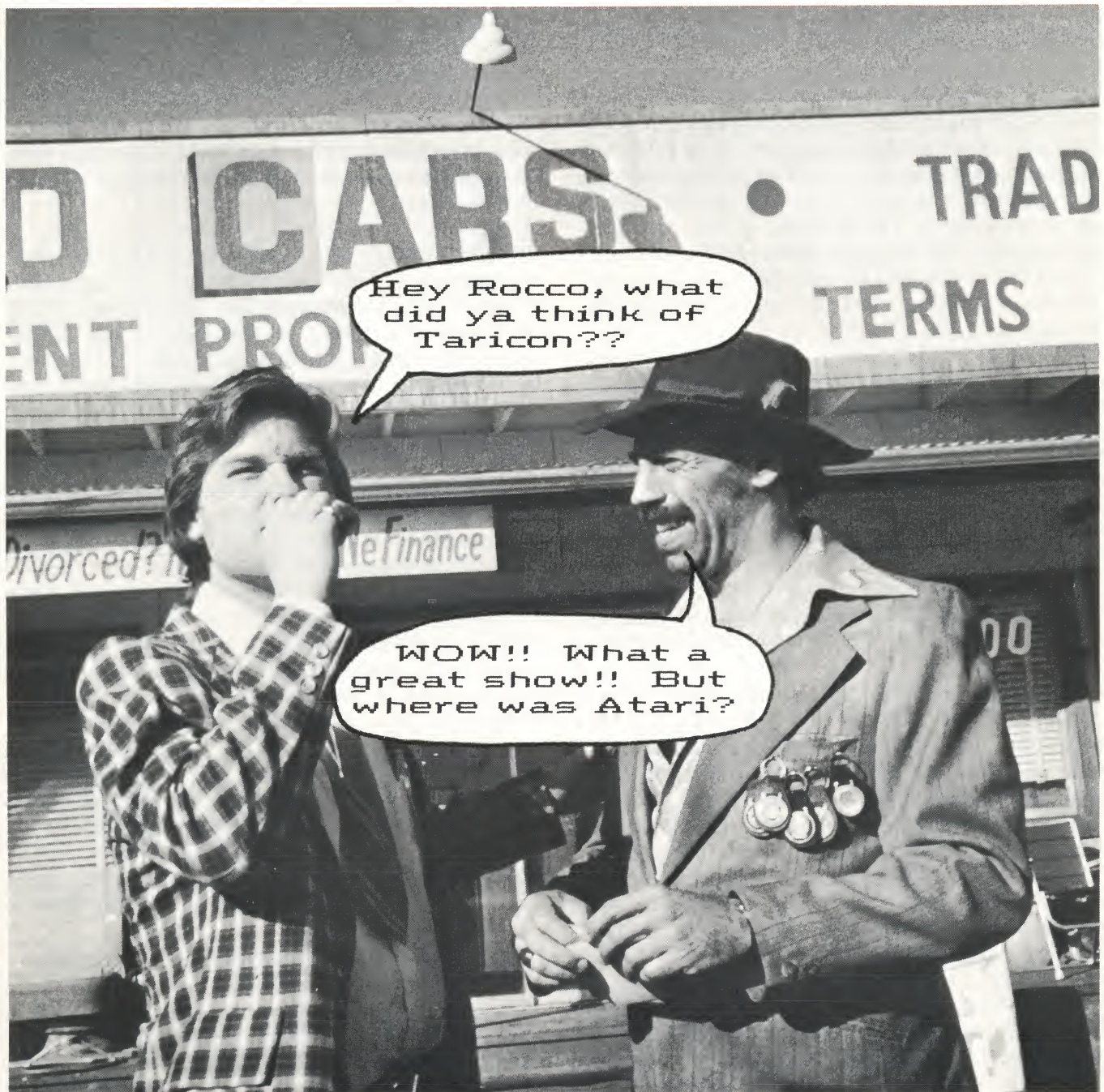# M.A.C.E. JOURNAL

"Devoted Exclusively To The Atari Computer User"

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Published by the Michigan Atari Computer Enthusiasts

Presidential Ramblings

Wow! What a busy month! And so much to comment on. Here goes...

ATARI & THE OLYMPICS   Didn't see one Atari symbol on the shoulders of any of the women's volleyballers (their chosen team to sponsor). Did they pull their support dollars from the team when Tramiel took over? And all the ad time they had on TV; they used it only to push the ol' 5200's out the door (and probably the computers too). Why didn't Jack tease us about the new computers?

ATARI & TARICON '84   Bush league from the word go. James Copeland, in a letter addressed to Taricon, stated that he had no knowledge of the show prior to August 24th (the set-up day). Ike Hudson, a coordinator from CHAOS, had sent not one, not two, but at least three special delivery letters to Atari concerning their involvement with Taricon. At one point in time, permission from Jack Tramiel himself was needed to give the final go-ahead on the show before anything else could be committed. Atari certainly knew of Taricon on a corporate level, at the very least, three weeks in advance of the show. Much communication was done early on with Atari, and some of the special delivery letters were sent many months before the show dates.

Why in the world, then, did they not let us in on the fact that they didn't plan on showing? I'm even led to believe that certain prominant people in the Atari Users community knew Atari wasn't coming (before the convention staff knew) as much as three days prior to the show. Mr. Tramiel had better realize the best thing he got from Warner Communications was a loyal and devoted following of enthusiasts. If he doesn't realize what he's got (the best salespersons for the Atari you'll find anywhere), if he puts the screws to the end users like many of my C-64 buddies have told me, then he certainly isn't the Moses we have been looking for to lead us out of the gloom. I can accept the fact that these are troubled times in Sunnyvale, but come on now. That excuse won't hold up with me. And I'm sure it won't hold with you. James Morgan, where have you gone?!?

TARICON & AUGI   And what? AUGI stands for Atari User Groups International. AUGI will, hopefully, fill the void left by Atari User Group Support's demise. If Atari's future plans do not include compatability (a strong likelihood), that makes us Atari as we once knew it. Howard Kenig of WXYZ radio's Tech Talk show told me "there's a lot of life left in the 6502" chip. And there's lots left to our current hardware. More on AUGI will be heard later.

THE PRESIDENT'S APOLOGY   Last month I was disappointed in the interest shown in MACE by its membership. Guess I owe y'all an apology. The turnout of volunteers for Taricon was so much larger than I expected. I was convinced that we do have a caring and dedicated membership. I never knew you were out there...

INVENTORY   If you have any MACE owned equipment in your possession, please let treasurer Burt Gregory know. He's conducting an inventory report on behalf of the club. Copy all serial numbers and call/write him with them. (don't forget the parallel numbers too – ha ha)

THE LAST WORDS   I have to tell you that it's been a treat to be before you all every month as I have been. Some things I planned never worked out (the trip to Tiger Stadium, or a MACE family picnic). Some things worked to a degree. And some things worked out "O-TAY!" (Taricon). I will continue to serve MACE as an executive board advisor (as all immediate past presidents have done), as sysop of MACE MAIN, and as salesperson of MACE T-Shirts. And, time permitting and by popular demand, will submit an occasional article to this Journal. I wish nothing but success for MACE, the new officers and to you. Thank you for allowing me to serve.

Mike Lechkun

Saving Pictures from Atari LOGO

by Ann McBain Ezzell

My son really enjoys drawing pictures with Atari LOGO, but is disappointed when he can't save his masterpieces. I have seen some LOGO procedures which save screen memory to disk or tape, but the saving procedure can take up to 5 minutes. I wrote the following procedures to take advantage of the Atari's Central Input/Output (CIO) utility. With them, you can save a picture to disk in about 20 seconds and recall it even more quickly. The background, pen, and turtle colors are saved with the picture.

There are eight I/O Control Blocks (IOCB's) located on page 3. CIO uses information placed in these blocks to handle I/O operations and data transfers. LOGO uses IOCB0 (locations 832-847) for the screen editor, IOCB7 (944-959) for the keyboard, IOCB2 (864-879) for the SETWRITE primitive, and IOCB3 (880-895) for the SETREAD primitive. You can set up IOCB2 and IOCB3 to let you save and load your screen memory at machine language speeds.

Each IOCB consists of 16 bytes, some set by the OS and some which can be set by the user. There is an excellent explanation of IOCB's in Mapping the Atari by Ian Chadwick (published by COMPUTE! Books, 1983). I will give a brief explanation of the bytes which you need to use in SCREENSAVE and SCREENLOAD. Each of these bytes is defined as a global variable and given the value it would have in IOCB0.

"ICCOM holds the command for the type of action to be taken by the specified device. There are many possible values, depending on the desired action, but we will use only two: 7 to get a binary record (or buffer) and 11 to put a binary record (or buffer). These are the values given to the global variables "GETRECORD and "PUTRECORD.

"ICBAL and "ICBAH hold the low and high bytes which make up the buffer address for the data to be transferred; in this case, the address of the Screen Buffer. LOGO uses addresses 14272 and 14273 to store the address of the Screen Buffer. PR .EXAMINE 14272 will give you the value for global variable "SCRLO and PR .EXAMINE 14273 the value for "SCRHI. For a 64K configuration, these values are 0 and 64.

"ICBLL and "ICBBH hold the buffer length, or the number of bytes to be transferred. LOGO's Screen Buffer is 3840 bytes, or 0 + 15*256. "BUFLENLO is therefore 0, and "BUFLENHI is 15.

"ICAX1, auxiliary byte number one, specifies the type of file access (READ, WRITE, UPDATE). Again, we will use only two values: 4 for "READ and 8 for "WRITE.

Once you have set up an IOCB as explained above, you must put the number of the IOCB times 16 in the 6502 X register, then JuMP to the CIO entry at location 58454. This can be accomplished with a short machine language routine:

```
LDX #32  ;for IOCB2 - use 48 for
IOCB3
  JMP 58454
```

I have translated these routines into their decimal equivalents and stored them in the variables "CIOVROUT2 and "CIOVROUT3. A good place to store short machine language routines in LOGO is the shape table, which starts at 13824. Since the sixteen bytes allocated for shape 0 are not used by LOGO, you can put your routines there without fear of interference from redefined turtle shapes. "CIOVCALL2 and "CIOVCALL3 establish the addresses of the machine language routines for IOCB2 and IOCB3.

With all the global variables explained, let's look at the procedures themselves. SCREENSAVE has six parts. First it calls PUTROUTINE, which will .DEPOSIT a list of numbers into a series of locations. This is used to put the machine language routine into the beginning of the shape table. Next, the command SETWRITE :FILENAME will open a channel to cassette or a file on disk which will receive the picture data. The SETIOCB procedure loads the proper values into IOCB2 (adding 16 times 2 to the base values of ICCOM, etc. produces the addresses within IOCB2). Next, the machine language routine is .CALLed from its shape table location, and the Screen Buffer data is written out to the specified file. SAVECOLORS then outputs the

colors of pens zero through two, the background, and turtles zero through three. The local variable "TURTLES keeps track of which turtles were active when SCREENSAVE was called so that no additional turtles will appear. Finally, SETWRITE [] closes the open file. SCREENLOAD is written basically the same way as SCREENSAVE, with the color data being loaded in after the picture data.

To use these routines, type in the six procedures and all the global variables, then save them to a file. You can either include these procedures with others or load them in as needed when you want to save a picture. (Remember not to switch to the full text screen when loading in the procedures, or you will lose your picture.) Type SCREENSAVE "C: or SCREENSAVE "D:filename to save your picture. You might want to use the extender .PIC with your files so that you can identify them on your disk. Eight characters will appear in the text part of the screen as the colors are saved to the file; you can ignore them. SCREENLOAD "C: or SCREENLOAD "D:filename will load your picture back in and restore its original colors.

Global Variables:

```
    MAKE "GETRECORD 7
    MAKE "PUTRECORD 11
    MAKE "SCRLO 0
    MAKE "SCRHI 64
    MAKE "BUFLENLO 0
    MAKE "BUFLENHI 15
    MAKE "READ 4
    MAKE "WRITE 8
    MAKE "ICCOM 834
    MAKE "ICBAL 836
    MAKE "ICBAH 837
    MAKE "ICBLL 840
    MAKE "ICBLH 841
    MAKE "ICAX1 842
    MAKE "CIOVROUT2 [162 32 76 86 228]
    MAKE "CIOVROUT3 [162 48 76 86 228]
    MAKE "CIOVCALL2 13824
    MAKE "CIOVCALL3 13829
```

```
TO SCREENSAVE :FILENAME
PUTROUTINE :CIOVCALL2 :CIOVROUT2
SETWRITE :FILENAME
SETIOCB 2 :PUTRECORD :WRITE
.CALL :CIOVCALL2
SAVECOLORS
SETWRITE []
END
```

```
TO SCREENLOAD :FILENAME
PUTROUTINE :CIOVCALL3 :CIOVROUT3
SETREAD :FILENAME
SETIOCB 3 :GETRECORD :READ
.CALL :CIOVCALL3
LOADCOLORS
SETREAD []
END
```

```
TO PUTROUTINE :LOC :ROUTINE
IF :ROUTINE = [] [STOP]
.DEPOSIT :LOC FIRST :ROUTINE
MAKE "ROUTINE BUTFIRST :ROUTINE
PUTROUTINE :LOC + 1 :ROUTINE
END
```

```
TO SETIOCB :NUM :COM :AX1
.DEPOSIT :ICCOM + 16 * :NUM :COM
.DEPOSIT :ICBAL + 16 * :NUM :SCRLO
.DEPOSIT :ICBAH + 16 * :NUM :SCRHI
.DEPOSIT :ICBLL + 16 * :NUM :BUFLENLO
.DEPOSIT :ICBLH + 16 * :NUM :BUFLENHI
.DEPOSIT :ICAX1 + 16 * :NUM :AX1
END
```

```
TO SAVECOLORS
TYPE CHAR PC 0
TYPE CHAR PC 1
TYPE CHAR PC 2
TYPE CHAR BG
MAKE "TURTLES WHO
TELL [0 1 2 3]
EACH [TYPE CHAR COLOR HT]
TELL :TURTLES
EACH [ST]
END
```

```
TO LOADCOLORS
SETPC 0 ASCII RC
SETPC 1 ASCII RC
SETPC 2 ASCII RC
SETBG ASCII RC
MAKE "TURTLES WHO
TELL [0 1 2 3]
EACH [SETC ASCII RC HT]
TELL :TURTLES
EACH [ST]
END
```

It's time for another...

M.A.C.E.
Road Trip!

Last time we took a trip to Kitchener Ontario to attend a typical Canadian User Group meeting. About 300 kilometers (as the crow flies) or so. This time, though, we're talking big. Las Vegas. The Consumer Electronics Show, scheduled for the first week of 1985!

Plans are now to rent a van (or bus if there's a lot of us) and drive non-stop to Vegas for the show. You can pre-register for the show now - if you register on site, it'll cost you ten bucks. All costs (except those incurred at the tables) will be split evenly. Tentatively we have planned the following:

   Leave Detroit, 9:00 AM Friday 1/4/85
   Arrive Las Vegas, 2:00PM Saturday 1/5/85
   Enjoy show Sat-Sun-Mon
   Leave Las Vegas, 9:00 AM Tuesday 1/8/85
   Arrive Detroit, 7:00 PM Wednesday 1/9/85

If you've never been to C.E.S. you don't know what you're missing. It is the largest show of its kind anywhere. And with Atari making their grand introductions of their new hardware, you'll want to be there for sure. So come on! Let's show Atari how strong MACE really is!

Tentative plans are to stay at the Circus Circus Hotel. The rates there are good, and it's in a good location. For further information, call Mike Lechkun at 978-8432.

M A C E
UNCLASSIFIEDS

FOR SALE: ATARI 810 disk drive--in good running condition. $250 firm. Call 978-8432 or leave msg on MACE MAIN BBS

FOR SALE: ATARI 2600 and beaucoups cartridges. Joysticks, paddles, and keypad controllers. No reasonable offer refused. Call 644-2985

WANTED: ATARI COBOL cartridge or ATARI RPG II disk. Will trade for Sinclair Emulator. Call 555-8@!*

FOR SALE: ATARI 822 Thermal Printer with many rolls of paper. Great for bulletin board systems. $75 takes it all. Call MACE WEST for further info.

R O M
Magazine

a review by
J. P. Sicola

Let me say first that we at MACE believe in the saying "those in glass houses should not throw stones." That is why there has been reluctance in reviewing a fellow ATARI Journal in this Journal. I don't recall ever seeing a review of ANTIC or ANALOG magazines in this journal [Ed. Note--maybe someone would like to write one for the September Journal].

But after I saw a complimentary copy of issue #6, I had to write something. R O M is a Canadian magazine, published in British Columbia. A six issue subscription runs $12 US. It is published every other month, as were ANTIC and ANALOG in their own early stages.

The magazine features articles and reviews of soft/hardware by regular and guest contributors. One of the regular series' is "Why Buy an Atari?" written by Bob Cockroft. There is a column that reviews books, and a regular "Beginners Line" column.

One of the big features is a "Free Arcade Game Inside" every issue. No, you won't get a version of Pac-Man or Xevious that you can type in yourself, but you do get a quality game, as well as other programs. Plus, they have a program checker you can use to proofread your typing of all R O M programs.

All in all, it isn't a glitzy magazine. But it is very informative and it is very entertaining. I recommend serious and casual ATARI owners alike to subscribe to R O M. One other problem is that I can not find it on the shelves here in Michigan. The address for subscriptions is:

   R O M Magazine
   P O Box 252
   Maple Ridge, B.C.
   Canada   V2X 7G1

Even though ATARI as we knew it is as good as gone, R O M 's motto, "The Magazine that Brings the ATARI to Life!" sure applies!

In My Opinion. . .

by Marshall Dubin

I can't believe that this is my last issue! But that's what I said last year about this time. Oh well.

In the three or so years I have been affiliated with MACE, I have seen it grow from a handful of people meeting in a computer retail store, to a group of well over 1800 people (in our prime). This newsletter grew from 10 stapled pages to a magazine-quality publication, once read world wide.

Was it worth it? To me, yes it was. I feel that we provided our membership with the excellent support they deserved. I sincerely hope that all of you have gained something from your MACE experience. I certainly have.

And what of Atari? If you went to Taricon, you may have noticed that Atari was conspicuously absent. I suppose we all expected it although I hoped that they would show. But what do they care? Atari has RARELY provided anything but the most minimal support to the MACE group. MACE, on the other hand has given Atari what many other computer companies have only wished for...a very loyal following. Well, unfortunately, it has been a one way street. We've listened to their jive for a long time. I guess I feel a bit disgusted. I hate being taken for a fool. Well, whether Atari stays in business or not is no longer a great concern to me. I have a couple of good 800's and I'll never part with them. The product has served me well and I love it. Let Atari shut down. I still have MACE.

And now, when Marianne and Bunny and Babs finish making my martini, Suzi is going to give me a rubdown, so I better have the cabin boy tell the captain of the MACE yacht to make sail for St. Martinique so I can meet Arlan in time for the floorshow at Dr. Cognac's Seaside Cabaret. And so, back into retirement.

TARICON '84

MACE Volunteers

Thanks to the following MACE members and friends who helped out at TARICON '84:

Steven Artt
Jerry Auvil
Colin Bale
Jim and Kathy Battle
Eric Chodun
Fred Choske
Bob Eckardt
Mike Eckardt
Barbara Franczyk
Charles Godfrey
Paul and Ruth Gorishek
Burt Gregory
John Grover
Ed Hanson
Chuck and Kay Hawkins
Harvey Hedlund
Geri Hugill
Charles Kitchen
Brian Laurencelle
Art Lewry
Craig McBain
Todd Meitzner
Michael Musgrave
Mike Myal
Douglas Perenchio
George Price
Richard Racusin
Clifford Samuels, Jr.
Alvin Scott
Arthur Smith
Richard Staff
Laura Stapleton
Tom Sturza
Lee Urbanowicz
Doug Van Tol
Tom Van Tol
Brian and Mary Jean Wattles
Paul Wheeler
Randall White
Joe and Rickie Zarb

Ann McBain Ezzell
Assistant Coordinator

TARICON '84

Door Prize Winners

Grand Prize: Alphacom 42 Printer and Interface - donated by Family Computer Center, Berkley, MI

Erik J. Eid of Livonia, MI

- - -* * *- - -

Second Prize: SynComm Communications Software - donated by Synapse Software, Richmond, CA

Ralph S. Morrison of Fraser, MI

- - -* * *- - -

Third Prize: DOS XL - donated by OSS, Inc., San Jose, CA

George Van Houin of Sterling Heights, MI

- - - -* * * * *- - - - -

Other prizes were awarded to:

Rickie Zarb, Sterling Hts, MI
Erik Kusk, W. Bloomfield, MI
Jason Shaw, Haslett, MI
Dick Peterson, Lansing, MI
Forrest Neiberg, E. Lansing, MI
Bob Retelle, Ypsilanti, MI
James Parnes, Royal Oak, MI
Joel Forman, Southfield, MI
Brian Stapleton, Union Lake, MI
Beverly Wilkinson, Cupertino, CA
Jim Havel, Midland, MI
Jeff Mitzel, Lansing, MI
Janet Kish, Temperance, MI
Dan Petter, Clarkston, MI
Anthony Price, Oak Park, MI
Eric Graves, Woodhaven, MI
Dennis Demeester, St. Thomas, Ontario
Kevin Andrews, Windsor, Ontario
Bruce Moore, Ann Arbor, MI
Roy Fegan, Berkley, MI
Ann Ezzell, Birmingham, MI
Lee Kronenberg, Lansing, MI
Eddie Mist, Dearborn, MI
Matt Lorenz, Novi, MI
Ben Lorenz, Novi, MI

Matt Jablonski, Riverview, MI
Greg Cummings, Roseville, MI
Douglas G. Perenchio, Warren, MI
Nate Wyman, Walled Lake, MI
Shane Bond, Pontiac, MI
John & Juanita Assif, Lansing, MI
Linda Rich, Pigean, MI
Bennett McAllister, Detroit, MI
Sean Steffani, Romulus, MI
Helen Morrison, Macedonia, OH
Bethany McAllister, Detroit, MI
Tom McClaren, Beaver Falls, PA
Jerry Auvil, Romulus, MI

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Our special thanks to the following companies and groups for donating door prizes:

Advanced Interface Devices
Antic Magazine
Castle Communications
CHAOS
Dataworld Distributing
Empulse
Family Computer Center
Just Software
MACE
MILATARI
Optimized Systems Software
ROM Magazine
Software Library
Synapse Software
Williams Distributing

COMING ATTRACTIONS October 16th. Meeting

The following is the tentative schedule for the October meeting. Because of the September election and the change of officers, a complete agenda was not available by printing deadline.

- Business meeting
- Video tape of Pre-school children using Atari computers; followed by a discussion. Discussion leader, Ms. Anne Jaworski of Oakland University.
- Software demos

Tom Sturza
Program Coordinator

MICHIGAN ATARI BBSystems
Updated: 9/8/84

Many M.A.C.E. members have been asking for an updated Michigan BBS list. The following is a listing of BBSystems that have been accessed and verified to be working in the past 30 days. Compiled by Tom Sturza.

****

NAME/CITY	PHONE	INFO
A.A.A.B.: Ann Arbor	(313) 662-0086	24 hour, 300 Baud
ADVENTURE-LINE: E. Detroit	(313) 445-1313	24 hour, 300 Baud
A.I.R. PORT: Troy	(313) 879-2089	24 hour, 300 Baud
A.R.C.A.D.E.: Sterling Hts.	(313) 978-8087	24 hour, 300 Baud
ATARI PARLOR: Southfield	(313) 559-6362	10PM-10AM, 300 Baud
BACK IN THE SADDLE: Redford	(313) 531-1264	24 hour, 300 Baud
BIG BANG: Franklin	(313) 851-7092	6:30PM-1AM, 300 Baud
BUNKY'S BOARD: Berkley	(313) 541-5586	7PM-6AM, 300/1200 Baud
C.H.A.O.S.: Lansing	(517) 373-6788	24 hour, 300 Baud
COMET LINE: Algonac	(313) 794-4603	24 hour, 300 Baud
COUNTRY PEDDLER: Whitmore Lk.	(313) 449-8544	24 hour, 300 Baud
CRAZY HOUSE: Dearborn Hts.	(313) 278-1727	24 hour, 300/1200 Baud
DARKWORLD: Dearborn	(313) 565-6306	24 hour, 300 Baud
DARTBOARD: Detroit	(313) 538-0197	24 hour, 300 Baud
DISKWIZ: Utica	(313) 247-1828	24 hour, 300 Baud (PO)
DON'T ASK, Utica	(313) 247-1825	24 hour, 300 Baud (PO)
DUNGEON: Utica	(313) 247-1069	11:30PM-8AM, 300 Baud
ETHERNET: Redford	(313) 531-1701	24 hour, 300/1200 Baud
FREEDOM BOARD: St. Clair Shores	(313) 771-4126	24 hour, 300 Baud
G.R.A.S.S.: Grand Rapids	(616) 791-2109	24 hour, 300 Baud, RCPM
HAWKS NEST: Royal Oak	(313) 549-8825	24 hour, 300 Baud (PR)
HOME BOARD: Royal Oak	(313) 585-2168	24 hour, 300 Baud
JAMES BOND'S: Southfield	(313) 559-1676	24 hour, 300 Baud (PR)
KAZOO AMIS: Kalamazoo	(616) 344-7153	24 hour, 300 Baud
K.I.T.: Warren	(313) 751-1635	7:30PM-12AM, 300 Baud
LED ZEPPELIN'S: Southfield	(313) 352-2309	24 hour, 300 Baud
M.A.C.E. MAIN: Warren	(313) 978-1685	24 hour, 300 Baud
M.A.C.E. WEST: Dearborn	(313) 582-0657	24 hour, 300/1200 Baud
PLAYGROUND: Hamtramck	(313) 368-4828	10PM-10AM, 300 Baud
ROCK PALACE: Dearborn Hts.	(313) 277-8632	10PM-7AM, 300 Baud
SKATE BOARD: Detroit	(313) 291-8494	11PM-6AM, 300 Baud
SOFT WARE HAUS: Roseville	(313) 776-9792	24 hour, 300 Baud
SUPER BOARD: Royal Oak	(313) 543-4094	24 hour, 300 Baud
TOOLBOX: Sterling Hts.	(313) 247-0094	24 hour, 300/1200 Baud
TRADING POST: Detroit	(313) 882-5909	24 hour, 300/1200 Baud
WORKSHOP: Roseville	(313) 776-5881	24 hour, 300 Baud (PR)

(PR)=PASSWORD REQUIRED   (PO)=PASSWORD OPTIONAL

****

SINCE YOU ASKED ...

By Kathy & Tom Sturza

Q: What M.A.C.E. Special Interest Groups (SIG) are still active?

A: At this time, only two SIG's are still active.

ASSEMBLER SIG
Todd Meitzner, (313) 542-1752

FORTH SIG
Tom Chrapkiewicz, (313) 562-8506

It appears that all of the other SIG's have ceased to function. The main reason for their demise seems to be a lack of help. The SIG leaders just got tired of doing everything themselves! Just like M.A.C.E., a SIG will only last as long as it's members continue to contribute their time and efforts. [Ed. note: watch for the arrival of the Atarimusic SIG to premiere 'round October or November]

Q: How do I get the new Revision "C" BASIC cartridge?

A: ANTIC magazine, Vol. 3, No. 6, October, 1984 had the following answer to this question:

Write to: ATARI CUSTOMER RELATIONS
     1312 Crossman Ave.
     P.O. Box 61657
     Sunnyvale, CA 94088

Indicate you want the Revision "C" BASIC cartridge and enclose $15 check or money order.

Q: Is it possible to copy bit by bit? If it is, does M.A.C.E. have a program to do this?

A: Well, we didn't find the answer to this question in time for printing. If any of our readers can answer this question, please contact Mitchell Rohde, on (313) 781-3633.

Q: Why doesn't M.A.C.E. have more give-a-ways?

A: We normally ask our advertisers to donate door prizes for various meetings throughout the year. The May birthday party and the December meeting in particular. However, in case you haven't noticed, we haven't had very much advertising in recent issues of our Journal. Hopefully, your newly elected officers will have better luck with advertising, and also, donated door prizes.

Q: Why don't you have the meetings end earlier so that more children can come?

A: We normally try to end our monthly meeting between 9:30PM and 10PM. While we realize that most of our younger members can not stay until the very end of the meeting, we have tried to schedule most game and educational software demos earlier in the evening. I hope you realize that with 4-5 demos scheduled each month, some must occur after the break.

----------> Goodbye <---------

Well, this is the final column of "Since You Asked..." that Kathy and I will be doing this year. We have tried to answer your questions and schedule those demos that you requested. We will be turning the M.A.C.E. Suggestion Box over to the new Program Coordinator, so keep those requests coming. We both hope that our efforts to make the monthly meetings more educational and enjoyable have been a success!

Kathy & Tom Sturza

PRO*PLUS!

Review by Chas. Nocita

If you use a Prowriter printer with your Atari, there is a new product available called Pro*Plus! that you definately should take a look at. This hardware/software package allows you to take your own character sets, convert them and load them into your Prowriter. The package consists of an integrated circuit chip that you install in your printer and a disk of software.

To use Pro*Plus!, you first must install the i.c. in an empty socket inside your Prowriter. Mike Yocum, the package's creator, has included a set of comprehensive instructions on the installation of the chip. Although I work on electronic components everyday, I was somewhat hesitant to start. But following Mike's step by step instructions was simple, and the installation took about 35 minutes. The chip is used to store your downloaded character set and when not in use, adds about 1/2k to the printer buffer.

The disk contains two programs: Pro*Plus! and Grafdump. The Pro*Plus! software allows you to convert and store your own character set. It also will download the set to the printer for you, although once a set has been converted, you can load it using the DOS copy command. Once you have loaded the set into the Prowriter, you may use any software package that is compatible with the printer and take advantage of the new character set including using it in expanded or condensed styles. Mike has included three character sets with the package to get you started.

The Grafdump software prints graphic 8 or 7.5 screens in three different sizes on the printer. This program works very well and it is compatible with Micro-Illustrator and Koala Pad screens as well as all the different picture files on MACE disk OA. There are two sample screens included with the package.

Pro*Plus! is compatible with all of the popular DOS systems for the Atari Computer. Mike has included directions on adding Atari DOS as well as Mydos, DOS XL and Smartdos. In addition, you can use Pro*Plus! with a double density DOS.

We all know that support for some products can be a problem, but not in this case. I experienced a small problem with the package and contacted Mike about it. He called me at home, and was able to diagnose the problem and suggest a remedy over the phone. After some of the support problems I have experienced, I was pleasantly suprised by Mike's excellent response.

Character sets may be designed using any of the popular editors including Datasoft's "Graphic Generator" and Compute's "Superfont". I have been using (our own) Sheldon Leemon's "Instedit" to create character sets and have had excellent results. I converted the computer set from the Instedit disk in about 15 seconds and I've used it a number of times.

There are a couple of caveats to be aware of when using Pro*Plus!. You can't use a downloaded character set in proportional mode; you must "toggle" the Prowriter back to it's standard font. Also, Pro*Plus! only converts 96 of the 128 ASCII characters, so you will not have the "control graphics" characters included in the downloaded set.

I've been using Pro*Plus! for about a month now, and I feel that it's the best program in it's class. Mike Yocum has designed an excellent package and at a suggested retail price of $19.95, no Prowriter owner should be without it!

SPACE
This is a sample of SPACE
ABCDEFGHIJKLMNOPQRSTUVWXYZ
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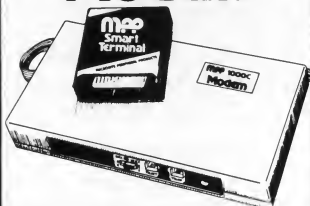abcdefghijklmnopqrstuvwxyz
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SUNNYVALE, CA ---In its first official statement since the recent takeover of Atari, Inc., Atari Corp, announced plans for the fourth quarter and 1985. Presently headquartered with design and engineering facilities out of Sunnyvale, California and world-wide sales and distribution outlets in more than 38 countries, the new company also announced its manufacturing centers in Taiwan, Ireland and Hong Kong.

Since the takeover on July 2, 1984, Jack Tramiel, Chairman of the Board of Atari Corp., has been directing the new company in massive efforts to expeditiously turn what was nearly a bankrupt company into a world leader by the end of 1985.

According to James L. Copland, Vice President, Marketing, "The new Atari Corporation will position itself as a full line manufacturer of quality products in the video game, family computer, and small business computer categories. We will aggressively attack these world markets with pre-planned, precise sales, marketing and advertising strategies that will enable us to achieve our targeted goals".

In the video game category, Atari Corp, will entrench itself and aggressively go after a larger share of the video game and related software market on a world wide basis. Concurrently, Atari Corp, plans to manufacture and supply the Atari 800XL family computer, satisfying the overwhelming and increased demand for that product with aggressive, competitive pricing through the end of 1984.

Says Jack Tramiel on plans for 1985, "I will present to the world, the new Atari Corporation; a corporation that through its new corporate image, and expanded product offerings, will give to the retail markets of the world 8, 16, and 32 bit micro computers, all at affordable RBP's".

"I am confident that with this bright new image and expanded product offerings Atari Corp.'s first year sales will exceed even the peak performance levels of my former life"., says Tramiel.

Concludes Tramiel, "All of my corporation's human, creative, engineering and manufacturing resources are extending all energies toward world leadership in these product categories in 1985".
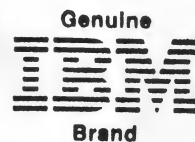
Archon II:
ADEPT

from Electronic Arts
reviewed by
Gentry Whitehurst

[Ed. Note--taken from Alamo Area ATARI Users Association's (FR)ANTIC Magazine, 8/84 issue. Thanx!]

Electronic Arts has just introduced Adept, the sequel to their popular Archon video game. Adept, like Archon, blends a strategy board game with an arcade arena, a unique combination that makes these games unlike any other video games for the ATARI.

In many ways, Adept is designed for Archon players who have completely mastered the game. The documentation is not as complete as Archon's, and even states that "you will mostly learn what you need to know painfully, on the battleground," referring to the different attack styles for each playing piece.

The strategy board is divided into four circular bands: Earth, Water, Air, and Fire, with two Void squares that are neutral. The two sides have a citadel apiece, the Fortress of Order and the Temple of Chaos.
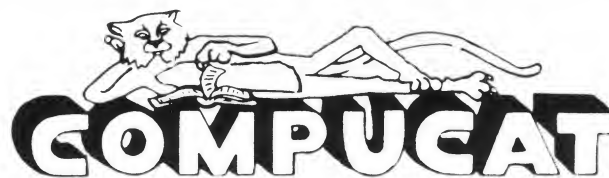
There are three types of playing pieces on each side. The main pieces are the four Adepts, or wizards, one for each element. These Adepts teleport around the board and can fight in the arena, but more often use magic spells: Summon another piece, Heal a piece, Weaken an opposing piece, Imprison or Release an opposing piece, Banish an enemy, and Apocalypse, which begins a battle to end the game. Each spell uses an amount of magical energy, which comes from occupying the six power points on the strategy board.

An Adept may summon any of four Elementals or four Demons. The Demons are Juggernaut, Wraith, Gorgon, and Chimera. Order's Elementals are the Giant (earth), the Kraken (water), the Thunderbird (air), and the Salamander (fire). Chaos' Elementals are the Behemoth (earth), Siren (water), Ifrit (air), and the Firebird (fire). Each piece can play in any elemental band, but plays best in it's own element. Also, each piece has a different way

of attacking, and, as the manual states, you have to figure most of them out yourself. Sirens and Wraiths are particularly interesting. Sirens don't aim and shoot; they sing. And their opponents die. Fast. Wraiths are invisible except while attacking, when they drain the life force from their enemies. They can be stronger after a battle than they were before!

There are four ways to win: capture all four power points (but be careful, they move in a pattern about the strategy board); destroy all your opponent's icons; play until your enemy runs out of magical energy; or cast the Apocalypse spell and win the final battle.

Both Adept and Archon are unique games. You can't win by skill in the arena or by superior strategy. You must have both, which makes the game a never-ending challenge. If you lack an opponent to play, you can play against the computer, but beware! Adept's computer players get tougher as you do, making it almost impossible to win, but it's a great way to practice before playing another person.

Michigan Atari Computer Enthusiast Constitution

Adopted September 15, 1981

I Purpose of organization

It shall be the purpose of the Michigan Atari Computer Enthusiasts (hereafter called MACE, or the Club) to promote an interchange of ideas and information concerning the Atari personal computers. Mace shall be organized as a non-profit Michigan corporation.

II Membership and Dues

There shall be no requirements for membership in MACE other than an active interest in Atari computers.

The club, by majority vote of the general membership, may levy upon the entire membership such dues or assessments as shall be deemed necessary for the conduct of the club's business. Every member must pay these assessments when due, in order to retain all of the rights and privileges of membership in MACE.

III Organization and Procedure

Sec. 1 The Executive Board (Board or EB) shall be the chief administrative body of MACE.

A. Voting members shall be:
  1. President
  2. Vice President
  3. Secretary
  4. Treasurer
  5. Publications Director
  6. Program Director
  7. Software Librarian(s)

B. Members ex officio shall be:
  1. The chairperson of any committee
  2. Members of the previous year's Board

C. Each voting member of the Board shall have one vote, the Executive Board shall determine its own rules of procedure, and elect its own chairperson.

Sec. 2 The Executive board shall organize, plan and administer club activities. Thje board shall carry out the business of the club between general membership meetings, its decisions being subject to tacit approval of the general membership.

Sec. 3 The President and/or Treasurer may authorize expenditures of club money up to $50 per month. The Executive Board as a whole may authorize expenditures of up to $100 per month. Any expenditures of club funds above $100 in any month must be authorized by the majority vote of the general membership.

Sec. 4 The Club, by majority vote at any general membership meeting, may establish provisional or standing committees to expedite the mangement of club activities. Each committee shall determine its own rules of procedure and membership, govern its own affairs and activities, and elect a chairperson and other officials as deemed necessary.

Sec. 5 All proceedings not covered in this constitution or bylaws shall be goverened by the latest edition of Roberts Rules of Order. The Executive Board shall determine all questions of constitutionality arising within the club, and interpret all unclear clauses of this constitution, bylaws, and all club resolutions.

IV Election of Officers

Sec. 1 The elected offices of MACE shall be:
  1. President
  2. Vice-President
  3. Secretary
  4. Treasurer
  5. Publications Director
  6. Program Director
  7. Librarian(s)

Sec. 2. Officers shall be elected for a term of one year by ballot of the members present at the general membership for the month of September, provided there is a quorrum. For purposes of these elections, a quorum will be constituted by no less the 40% of the general membership.

Committee elections will be held at the last committee meeting held in the month of September.

Sec. 3 Nominations shall be open to all members. In all elections, winners shall be determined by simple majority. If there is no winner on the first ballot, the name of the candidate with the least number of votes shall be withdrawn, and a second ballot taken. This process shall be repeated until one candidate achieves a simple majority of the vote.

Vacancies occuring between elections must be filled by special election to be held at the first meeting following the creation of the vacancy.

V Duties of Officers

Sec. 1 The President shall preside at all general membership meetings, and conduct them according to the rules adopted. The president shall enforce observance of the Constitution and Bylaws, and perform the customary duties of the office, as stated in the latest edition of Roberts rules of Order.

Sec. 2 The Vice President shall assume the duties of President in the absence of the latter, and shall be an ex-officio member of all committes and coordinate inter-committee activities. In addition, the Vice-President shall function as Advertising Manager of the Newsletter.

Sec. 3 The Secretary shall keep a record of the proceedings of the club. He/She shall function as chief communications officer, and shall be responsible for the gathering and dissemination of information of interest to the general membership. He/She shall carry on all club correspondence, and be responsible for the preparation of documents on the club's behalf.

Sec. 4 The Treasurer shall carry out the club's financial funds, and keep an accurate account of each transaction, and of the club's current financial status, as well as assisting in the process of corporate financial reporting.

Sec. 5 The Publications director, shall be responsible for the production of the monthly newsletter, and any other club publication. (The Vice-President shall act as advertising manager for the newsletter)

Sec. 6 The Program Director shall have the responsibility for seeing to it that a suitable meeting place is available for the general membership meetings, and for planning and organizing the program of those meetings.

Sec. 7 The Software Librarian(s) shall be responsible DONEFOR MAINTAINING THE Software libraries and related documentation, as well as copying and distributing library disks and tapes.

VI Amendment of Constitution

This constitution may be amended by a vote of 2/3 of the members at a general membership meeting at which there is a quorum of 51% of the membership in attendance.

VII Unmentioned Powers

All powers, privileges, rights, and duties not otherwise delegated by this Constitution shall be reserved for the general membership of this club.

M. A. C. E.
MICHIGAN ATARI COMPUTER ENTHUSIASTS
P.O. Box 2785; Southfield, Mi. 48037

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NEXT MEETING: 10/16/84; 7:00 PM
Southfield Pavilion--Ten & a Half Mile Road and Evergreen

M.A.C.E.
P.O Box 2785
Southfield, MI 48037

$20.00* FOR A ONE YEAR MEMBERSHIP
(*Payable to M.A.C.E.)

M.A.C.E. MEMBERSHIP APPLICATION

Name _____ Phone _____

Street _____

City_____ State _____ Zip Code_____

Company (if applicable) _____

System Description _____ Disk/Tape_____

Suggestions _____

I can help with . . . _____
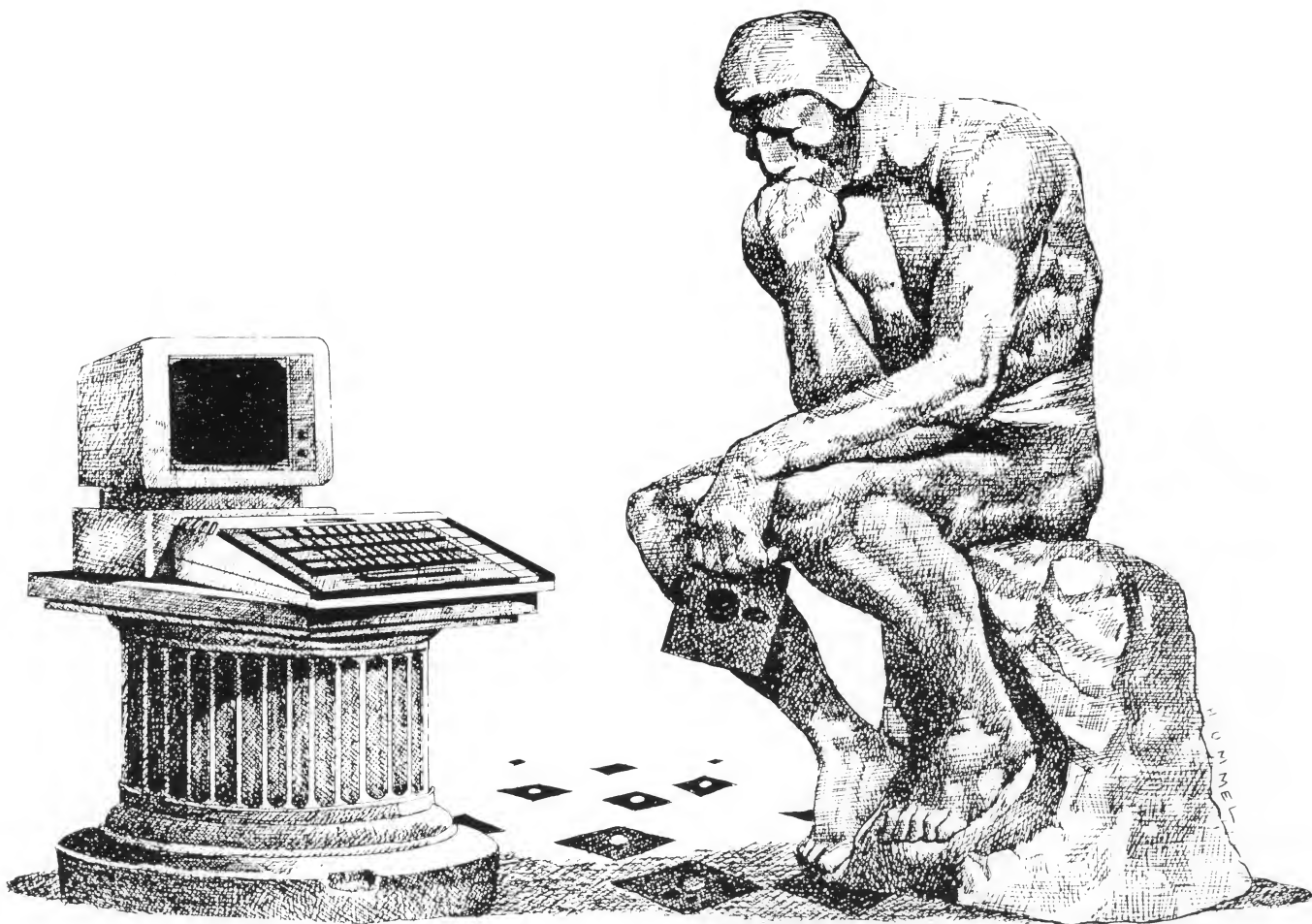
( )New   ( )Renewal

If a Renewal:

MACE #_____

Date _____ Coupon _____

Amount _____ Membership Card Number _____

☐ Cash   Expires_____

☐ Check Number

MICHIGAN ATARI COMPUTER ENTHUSIASTS
P.O. BOX 2785
SOUTHFIELD, MICHIGAN 48037

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IMPORTANT DATED MATERIAL

PLEASE DO NOT DELAY